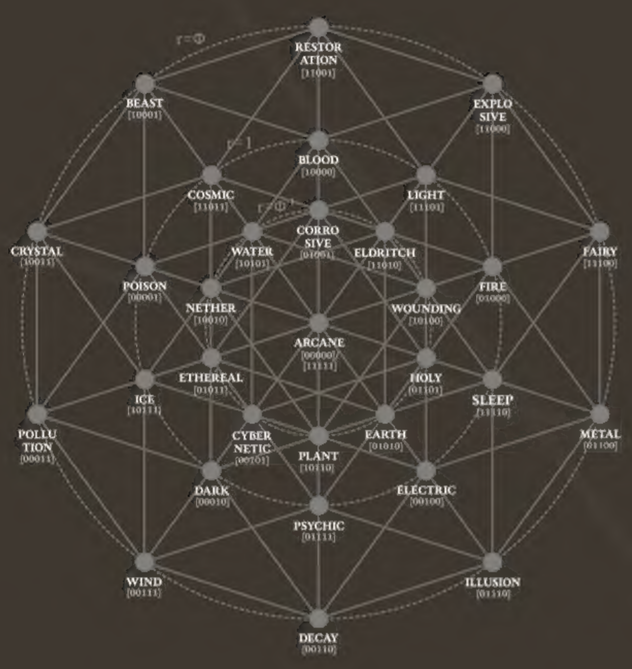
COLOR ARCANA

A UNIVERSAL THEORY OF MAGIC



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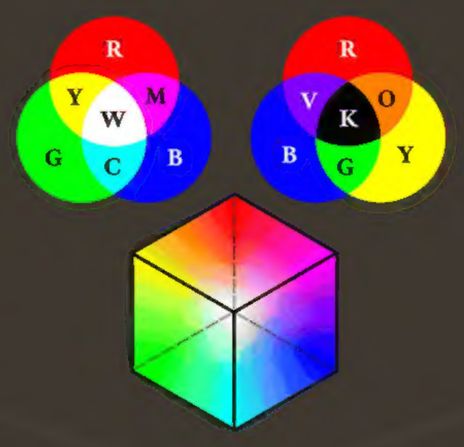

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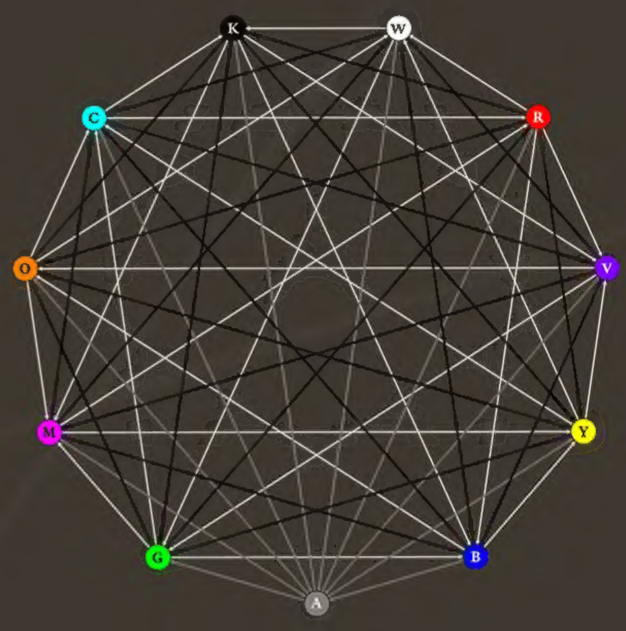

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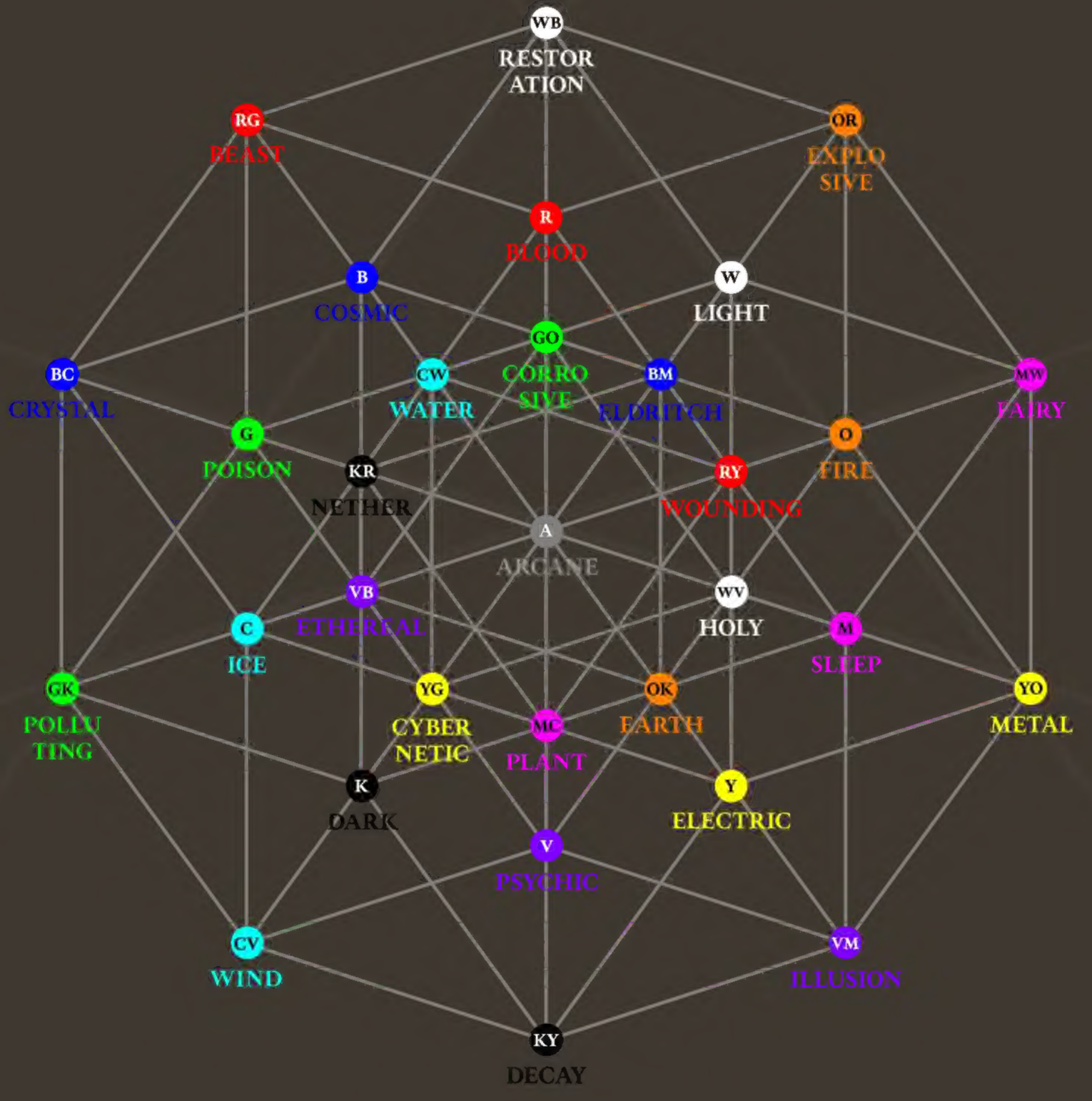

Color-Magic

FIRST EDITION

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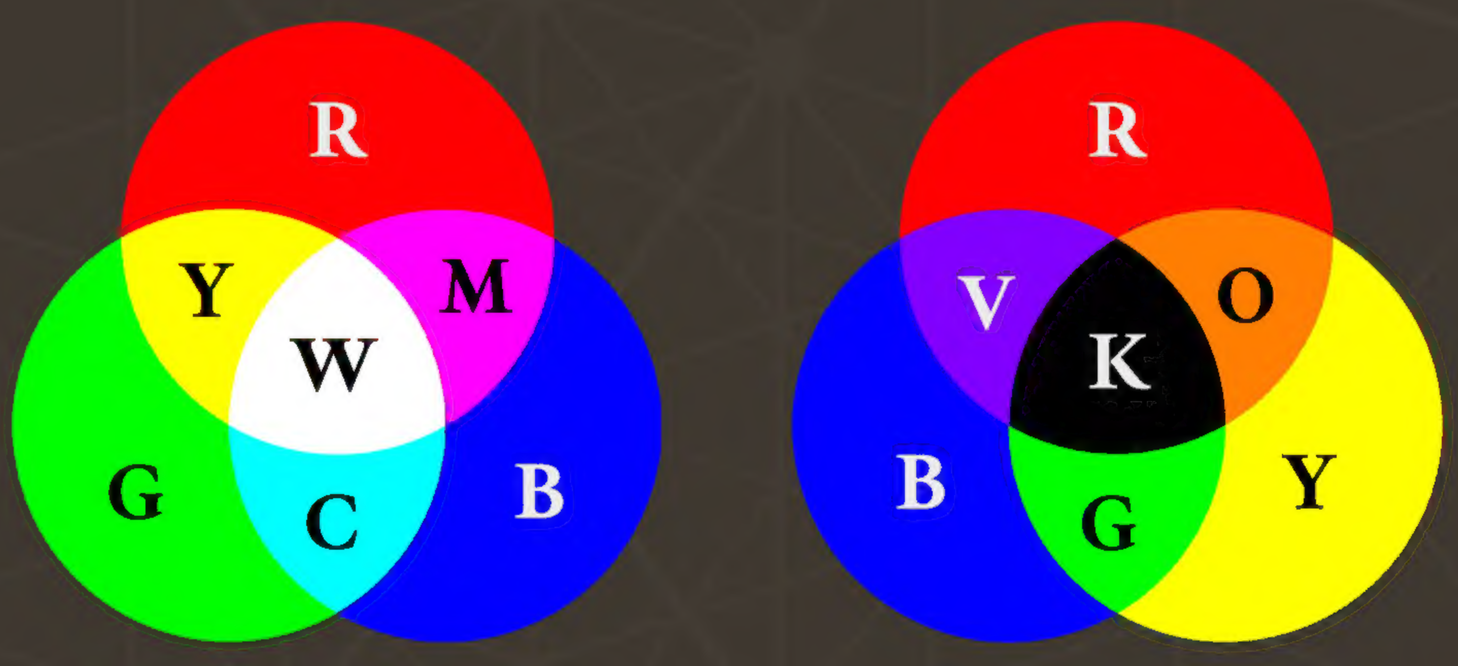
Preface

The Color Arcana is a must read for every aspiring student of magic. There's a hidden pattern of connections behind magic and reality, an organizing principle that unifies and relates all, its influence unavoidable and pervasive, and this pattern is—color. By understanding color as a foundation for magic and reality we can understand everything else more clearly. Students that want to learn about magic must first learn about the nature of the 10 primordial colors, and how they influence and shape the world around us.

The 10 primordial colors and their associated color-magics define all of magic and reality, even that which at first glance appears to be colorless or color-neutral. Everything is tied to either a pure form of one of these 10 color-magics or a combination of them. The following is a list of the 10 primordial colors and color-magics, make sure to remember them well:

(R) Red
(B) Blue
(G) Green
(C) Cyan
(M) Pink
(Y) Yellow
(O) Orange
(V) Purple
(W) White
(K) Black



The Influence of Color

Color-magic influences and changes everything it comes into contact with: living beings, objects, and even entire environments. It's naturally additive/contagious, in the sense that it increases the amount of color-magic inside anything it touches and can have both positive and negative effects on magic-casters and their targets. Practitioners of magic must learn how to harness color-magic to their advantage and how to shield themselves from its potential negative effects.

Magical beings and practitioners naturally and intentionally channel color-magic through their bodies in order to augment their physical and magical abilities, and to guard themselves against the external influence of color. Each individual constantly and passively maintains a unique and characteristic distribution of color-magics across their body according to their nature and their proficiency/mastery in each one of them. The maximum amount of color-magic an individual can potentially channel in this manner is tracked with what is called a color-matrix.

Additionally, each color-magic has an associated color-level (a measure of how intense or concentrated that color-magic is in one's body), and these color-levels must be maintained in order to remain healthy, this is often called maintaining color-balance or color-homeostasis; any increase in the color-levels coming from external influences will knock individuals out of balance/homeostasis and induce harmful effects in them until that excess of color is processed by the body and normal color balance/homeostasis is restored.

Attributes

One of the main benefits of increasing the concentration of color-magic inside one's body is to passively boost certain physical and non-physical attributes, magic enhances these attributes to superhuman levels, and many traditional superpowers and magical abilities can be seen as emerging from these. There are 10 special attributes linked to each one of the 10 primordial color-magics:

(R) Senses
(B) Comprehension
(G) Metabolism
(C) Visualization
(M) Presence
(Y) Agility
(O) Strength
(V) Psyche
(W) Providence
(K) Dexterity

SENSES: The senses attribute governs physical sensation in general, sensing organs, and the detection of physical signals by the body, most notably the 5 senses: eyesight, hearing, smell, taste, and touch. It does not include however the perception or emission of non-physical signals (such as feelings, magic, psionics...).

COMPREHENSION: The comprehension attribute governs fluency in all manner of spoken, written, and non-verbal languages (such as animal communication). And also the faculties to learn, absorb, process, recall, decipher, and make use of information.

METABOLISM: The metabolism attribute governs all metabolic, detoxifying, and digestive functions. Many potions and elixirs require toxic ingredients and solvents, and usually the more potent they are the higher their concentration in toxicants. A higher metabolism attribute minimizes the ill-effects of consuming or being exposed to toxic substances in general.

VISUALIZATION: The visualization attribute governs spatial reasoning and the ability to picture things in one's mind, the ability to guess distances and sizes, and predict trajectories for projectiles or other moving actors and objects. It also includes the ability to model in one's mind how hypothetical objects would move through or occupy a space, or mentally rotate them.

PRESENCE: The presence attribute governs emotional influence, aka the ability to perceive, project, or manipulate emotions. It only works in your vicinity and has no effects large distances away. It works on creatures as well, including plants.

AGILITY: The agility attribute governs a form of non-kinetic velocity related to local time distortion. From the perspective of the user it's akin to a form of time dilation where the rest of the world seems to slow down improving reaction time and reflexes, from the perspective of an external observer the user seems to move at a higher speed. It's non-kinetic because it doesn't increase the kinetic energy, strength, or range of motions of the user, despite the increase in speed with which they can perform any actions.

STRENGTH: The strength attribute governs the overall physical forces and momentum your body can exert or endure. A higher strength will often result in higher kinetic energy, this allows you to jump farther, punch harder, swim faster, etc. It also determines shock absorption and how hard it is to cripple or break your bones, muscles, and other organs.

PSYCHE: The Psyche attribute governs how attuned you are to the spiritual world, your psychic abilities, and your ability to detect and discern magic and illusions. It also governs your resilience against mental/psychic manipulation.

PROVIDENCE: The providence attribute governs your apparent luck and healing capabilities. It's also tied to fate, favor by the gods, and the resolve to keep getting back up and fighting even at the brink of death.

DEXTERITY: The dexterity attribute governs your overall skill in moving and controlling your body. This includes both gross-motor and fine-motor skills, including acrobatics and contortion. It also affects the accuracy and precision of your movements, your physical skill with weapons, how much noise you make when moving, and your balance.

Archetypes

Each of the 10 color-magics has a representative archetype. Archetypes are illustrative of the specific contexts and magic that relate to that color and can inform us about the social, personal, and professional details typically associated to practitioners of that particular color-magic. There's an additional archetype associated to grey-magic (also called arcane magic). The archetypes are:

(R) Wilder
(B) Scholar
(G) Alchemist
(C) Captain
(M) Companion
(Y) Tinkerer
(O) Juggernaut
(V) Mystic
(W) Protector
(K) Outcast
(A) Arcanist

WILDER: Wilders focus on physical combat and survival in the wild. They're knowledgeable on wildlife, and what it takes to survive in nature alone and be self-reliable. They tend to excel at bushcraft, specially hunting, foraging, and cooking. They specialize in red-magic and are tied to the magic-school of Arsenals, which includes blood, beast, and wounding magic. Their high affinity with red-magic makes Senses their prime attribute, and pushes them towards primal emotions, such as anger, fear, and lust.

SCHOLAR: Scholars focus on uncovering the secrets of the universe and education in general. They're knowledgeable on languages, history, and lore. They excel at deciphering and translation. They specialize in blue-magic and are tied to the magic-school of Sorceries, which includes cosmic, crystal, and eldritch magic. Their high affinity with blue-magic makes Comprehension their prime attribute, and pushes them towards defensive emotions, such as suspicion, contempt, and doubt.

ALCHEMIST: Alchemists focus on synthesizing new substances and concoctions. They're knowledgeable on chemistry, alchemy, and toxicants. They excel at the creation of potions and elixirs through brewing and distillation. They specialize in green-magic and are tied to the magic-school of Alchemies, which includes poison, pollution, and corrosive magic. Their high affinity with green-magic makes Metabolism their prime attribute, and pushes them towards hurtful emotions, such as discontent, disgust, and bitterness.

CAPTAIN: Captains focus on commanding people and exploration whether by land, sea, or air. They're knowledgeable on navigation, surveying, and leading expeditions. Besides their natural role as leaders they also tend to excel at architecture, urban-planning, civil-engineering, and cartography. They specialize in cyan-magic and are tied to the magic-school of Cryomancies, which includes ice, wind, and water magic. Their high affinity with cyan-magic makes Visualization their prime attribute, and pushes them towards stoic emotions, such as composure, acceptance, and patience.

COMPANION: Companions focus on nurturing, entertaining, and community. They're also knowledgeable on farming and gardening. They excel at supporting and taking care of those around them. They specialize in pink-magic and are tied to the magic-school of Encantations, which includes sleep, fairy, and plant magic. Their high affinity with pink-magic makes Presence their prime attribute, and pushes them towards affective emotions, such as love, happiness, and empathy.

TINKERER:Tinkerers focus on automation, machines, and devices. They're knowledgeable on power production, mechanical engineering, and electronics. They excel at technological advancement and innovation. They specialize in yellow-magic and are tied to the magic-school of Electromancies, which includes electric, metal, and cybernetic magic. Their high affinity with yellow-magic makes Agility their prime attribute, and pushes them towards attentive emotions, such as curiosity, politeness, and flow.

JUGGERNAUT: Juggernauts focus on physically demanding labor such as excavation, construction, or logging. They're also knowledgeable on metallurgy and excel at forging and smithing. They tend to enjoy competition in the form of sports and athletics. They specialize in orange-magic and are tied to the magic-school of Pyromancies, which includes fire, explosive, and earth magic. Their high affinity with orange-magic makes Strength their prime attribute, and pushes them towards euphoric emotions, such as competitiveness, elation, and amusement.

MYSTIC: Mystics focus on the spiritual world, mysteries, and the occult. They're knowledgeable on the detection and investigation of magic and excel at casting illusions. They specialize in purple-magic and are tied to the magic-school of Conjurations, which includes psychic, illusion, and ethereal magic. Their high affinity with purple-magic makes Psyche their prime attribute, and pushes them towards depressing emotions, such as sadness, regret, and disappointment.

PROTECTOR: Protectors focus on fighting evil, protecting others, and healing. They're knowledgeable on medicine and healing all manner of diseases. Heroes, doctors, and clerics are often protectors, and many believe they're favored by fate or the gods themselves. They specialize in white-magic and are tied to the magic-school of Miracles, which includes light, restoration, and holy magic. Their high affinity with white-magic makes Providence their prime attribute, and pushes them towards decisive emotions, such as pride, hope, and determination.

OUTCAST: Outcasts focus on money-making and commerce and are typically nomadic, they're knowledgeable on the criminal world and often excel at both illicit and licit activities alike. They're often involved with crimes and shunned by society as individuals, but still somewhat accepted as a collective due to their high number and opportunistic convenience. Besides trade and crime, they also excel at making textiles and clothing. They specialize in black-magic and are tied to the magic-school of Curses, which includes dark, decay, and nether magic. Their high affinity with black-magic makes Dexterity their prime attribute, and pushes them towards detaching emotions, such as apathy, dejection, and boredom.

ARCANIST: Arcanists focus on further advancing the foundations of magic-casting and magical energy manipulation. Instead of studying color they study magical energy itself in its raw pure form, and their findings often benefit all magical practitioners equally. They specialize in grey-magic and are tied to the magic-school of Arcanas, which includes evocation, alteration, and abjuration magic.

Notes on Color

Most types of magic are related to color-magic and specifically to the 10 primordial color-magics, but some forms of magic are considered color-neutral and don't display any of the color properties color-magic does, they're collectively known as arcane magic. Arcane magic is older than color-magic and can be converted into any other color-magic by using the appropiate coloring agent, furthermore, raw magical energy is considered a type of arcane magic, so arcane magic is viewed as a foundation and starting point for all magical practice. Arcane magic is usually invisible to the naked eye or seen manifesting with grey color so it's also called grey-magic, with grey representing the neutral color.

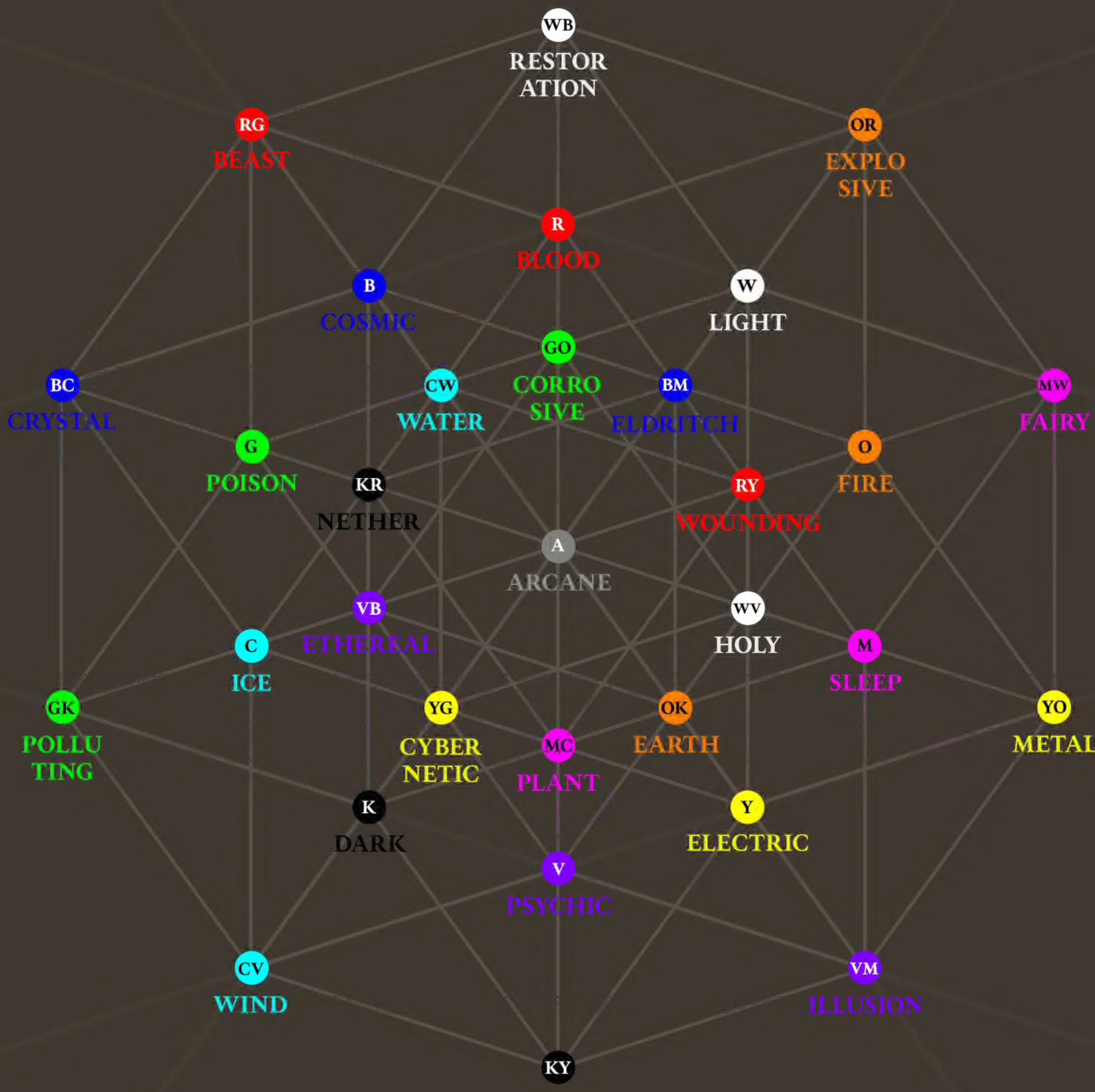
The 10 color-magics earned their names by how they typically look to the naked eye (this is to say in the visible spectrum), however, color-magic is only indirectly tied to light, in fact one can change how any of the color-magics looks in the visible spectrum without changing its true nature (this is an example of alteration magic, a type of arcane magic). It's common practice to modify the looks of any spell or attire to suit the caster's own style and preferences, therefore magic-vision is necessary to discern the true color-magic behind any spell or magic encountered; arcane magic always manifests as grey and the 10 primordial color-magics as the 10 primordial colors under magic-vision.

(R) Red (#FF0000)
(B) Blue (#0000FF)
(G) Green (#00FF00)
(C) Cyan (#00FFFF)
(M) Pink (#FF00FF)
(Y) Yellow (#FFFF00)
(O) Orange (#FF8000)
(V) Purple (#8000FF)
(W) White (#FFFFFF)
(K) Black (#000000)
(A) Grey (#808080)

We will often use the terms color and color-magic interchangeably, also you'll find that each of these colors and color-magics is represented symbolically by a single letter in parentheses, typically the initial letter of the name for that color. Pink, purple, black, and grey are the exception to this rule, notice that the letter in parentheses used to represent them will be the initial letter of an alternative name: Magenta, Violet, Key, and Arcane respectively, this is done to avoid ambiguity since purple and pink, black and blue, or grey and green would otherwise share the same initial letter.

Primordial Magic

Each of the 10 primordial color-magics is linked to 3 special magic-types that define a magic-school for that color. All these magic-types are collectively known as the primordial magic-types and are showcased below:



There are three additional primordial magic-types related to arcane/grey magic that define an additional eleventh magic-school, represented simply as arcane magic in the center of the diagram. The explanation to where this diagram comes from and how to read it can be found on the following pages: 25–28.

Magical Schools

The primordial magic-schools and their associated magic-types are:

(R) **Arsenals**: Blood, Beast, Wounding.
(B) **Sorceries**: Cosmic, Crystal, Eldritch.
(G) **Alchemies**: Poison, Pollution, Corrosive.
(C) **Cryomancies**: Ice, Wind, Water.
(M) **Encantations**: Sleep, Fairy, Plant.
(Y) **Electromancies**: Electric, Metal, Cybernetic.
(O) **Pyromancies**: Fire, Explosive, Earth.
( ) **Conjurations**: Psychic, Illusion, Ethereal.
(W) **Miracles**: Light, Restoration, Holy.
(K) **Curses**: Dark, Decay, Nether.
(A) **Arcanas**: Evocation, Alteration, Abjuration.

Each school specializes in a different color-magic. Many more magic-types can fall within a given magic-school but their 3 primordial magic-types are the most representative.

Arcane Modalities

There's an analog of color-level for grey-magic as well—as first discovered by the arcanists—resulting from the raw magical energy that's available to any magic-being. Arcane modalities can be seen as a result of intentionally manipulating this raw magical energy surrounding the body.

The 3 primordial arcanas are evocation, abjuration, and alteration magic, and there are 3 very special arcane modalities historically related to each one of these magic-types. These 3 arcane modalities are called mana (related to evocation magic), vitality (related to abjuration magic), and stamina (related to alteration magic). Mana enables spell-casting, vitality enables magic-armor, and stamina enables magically-enhanced motion.

Most magical practitioners constantly and passively allocate all their available magical energy into these 3 modalities at all times. Magical energy allocated into one modality cannot be directly and immediately used by the other two, but in a ritual called arcane-tuning magical practitioners can reallocate what percentage of their total magical energy goes into each of the 3 modalities.

VITALITY: Vitality and the magic-armor that's derived from it are necessary to defend against all forms of offensive magic. Offensive magic is lethal by nature and will typically kill instantly even in small amounts anyone who has no magic-armor. By default magic-armor should always be activated and its strength is usually measured in terms of hit-points (Hp).

Your Hp gets depleted when hit by offensive magic, if an offensive attack knocks your Hp to zero your magic-armor will break and most often than not you'll die. Unlike mana or stamina your depleted Hp coming from vitality won't passively regenerate over time, it can however be recovered by the use of additional magical energy coming from other sources such as spells or items. Also, magic-armor is equally effective against physical or magical attacks so physical armor provides little benefit and is mostly an aesthetic choice.

MANA: Mana is involved in the casting of most spells, which usually project magical energy outside of the body, and just like stamina it naturally regenerates over time. Note that although mana is tied to evocation magic it is used to cast not only evocation spells but spells coming from alteration, abjuration, or any other magic-type, it facilitates the casting of spells in general and many magical abilities as well.

Mana can be used to create an ephemeral analog of matter called mana-based matter, which can recreate any substance and even non-conscious constructs or living beings. Mana-based matter is therefore necessary for the workings of many spells. However, unless prevented the magical energy used in any spell quickly dissipates away after a short period of time.

Mana-based matter therefore has a very short lifespan. For example, drinking water or eating food created with mana will not quench your thirst or satiate your hunger.

STAMINA: Since most enemies such as magical creatures or practitioners make use of magic-armor, physical attacks that aren't enhanced with magical energy barely do any damage. Stamina is used to imbue your body and armament with the magical energy necessary to effectively break through the enemy's magic-armor and deplete their Hp when using physical attacks.

Stamina also enhances body motion and traversal and is necessary or helpful for many physical activities.

Stamina naturally regenerates over time, but if you deplete it completely you'll be temporarily impaired in your mobility and the effectiveness of your physical attacks until a minimum amount is recovered.

Sources of Magic

Arcanum is a ghost-like substance and the most common source of raw magical energy. It acts like a recharging magical battery continuously producing a steady output of magical energy. It binds predominantly to magic-souls and magic-crystals, turning them into a magic-source. It is effectively weightless and can be concentrated in these in any amount without limit. The higher the amount of arcanum binded to a magic-source, the higher the total amount of magical energy it can store and the faster it'll regenerate it when depleted.

For most magical practitioners arcanum is binded to their magic-soul, while for most magical objects arcanum is binded to the magic-crystals fused into them.

The way to increase the amount of magical energy produced and stored by a magic-soul or magic-crystal is by binding additional arcanum to them. Arcanum is a rare substance, with magic-crystals being its main natural source.

Coloring Agents

Raw magical energy is inherently color-neutral but coloring agents can take this energy and convert it into color-magic. Magic-souls and magic-crystals are the most typical coloring agents. Magic-souls can produce any type of color-magic so they're considered multichromatic coloring agents, while magic-crystals can only produce one type of color-magic (the one matching its color) so they're considered monochromatic coloring agents.

Alteration magic allows changing the appearance of objects in the visible spectrum, this also applies to magic-crystals, but changing their color in this way doesn't change the nature of the magic-crystal or the color-magic it can cast, it's purely an aesthetic choice.

Quasicrystals

Unlike most natural minerals, magic-crystals do not form a periodic crystalline lattice but a quasiperiodic one—they're quasicrystals. This very unique microscopic structure is reflected in their overall macroscopic shape and makes them really easy to identify; they resemble prismatic minerals but their prisms have 5 sides and are capped by a star-shaped head (resembling the top of a rhombic icosahedron). The reason to why magic-crystals have this peculiar shape is due to the inherent icosahedral symmetry of their quasiperiodic lattice which is a type of 5-fold symmetry exclusive to quasicrystals. Scholars speculate this rare microscopic structure might help explain why they're one of the very few physical materials that can bind arcanum.

Primordial Substances

Many ordinary substances can absorb and stabilize small amounts of ambient color-magic or be imbued with color-magic on purpose and will produce a specific magic-type characteristic of that color-magic when activated. When no further shape is given it defaults to a primitive offensive spell of that magic-type. The substance is consumed entirely in the process after activation, which makes it much more limiting than using permanent sources of magical energy such as magic-crystals or magic-souls.

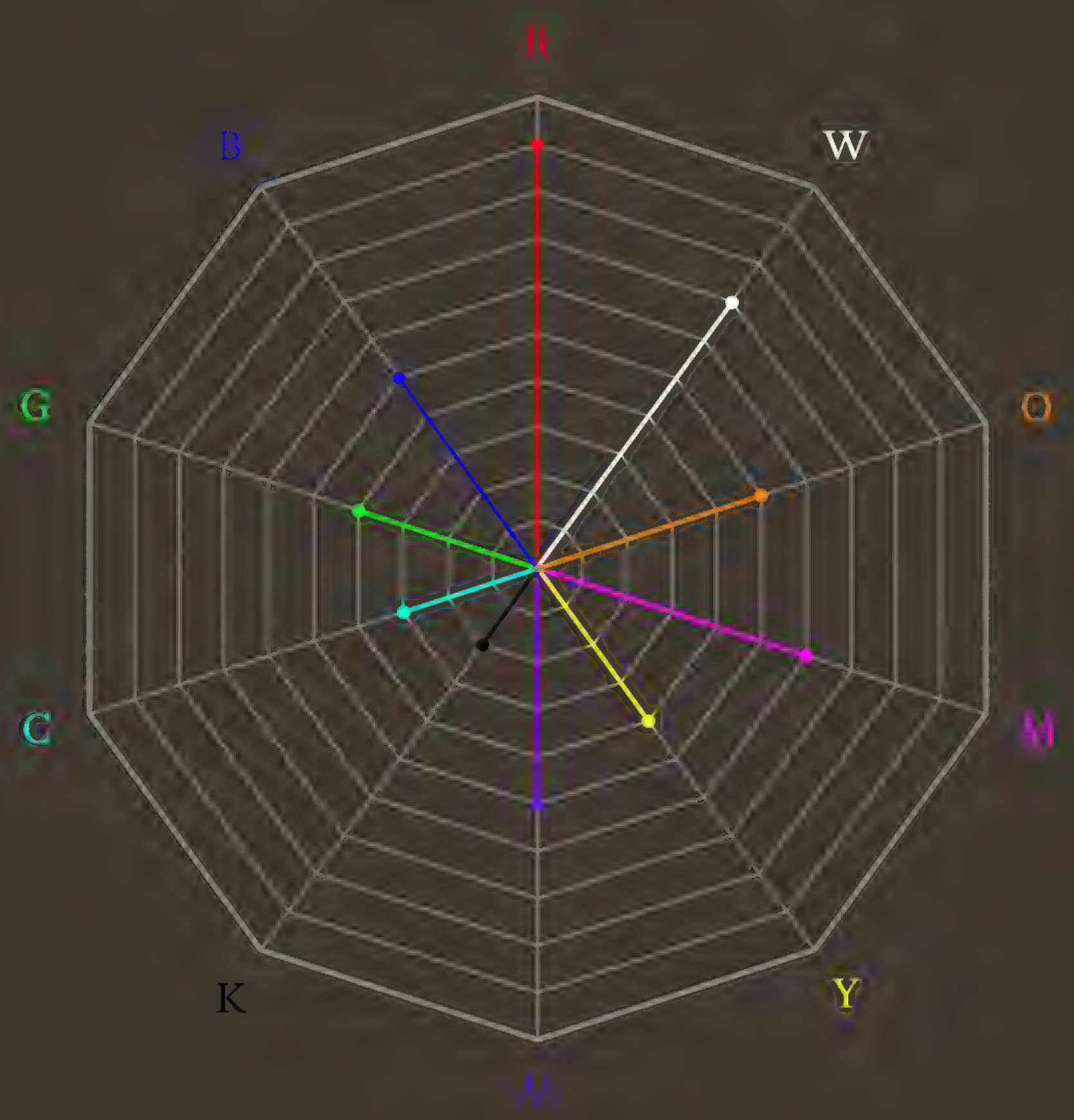
Nonetheless, there are 10 substances that are commonly used in this manner since when they're imbued with the appropriate color-magic they manifest as the 10 primary magic-types. They're often applied onto gear and favored by non-magical users or magical practitioners who want to consume less mana, since they can be activated with very little magical energy. They're called the 10 primordial substances and were amongst the first shaping agents to be discovered. The 10 primordial substances are:

(R) Blood
(B) Stardust
(G) Toxin
(C) Water
(Y) Metal
(M) Sap
(K) Tar
(W) Alkali
( ) Aether
(O) Fuel

The Color Matrix

Coloring agents like magic-crystals and magic-souls can only convert effectively and safely a certain amount of raw magical energy into color-magic, this is measured by a metric called coloring-potential-score, or CPS for short. CPS is measured as a 1–10 integer value for any given color-magic, and casting more powerful and complicated color-magic requires proportionally higher CPS values. Magic-crystals are monochromatic coloring agents with a single CPS value for one color-magic, and magic-crystals with high CPS values are much rarer and valuable than those with low CPS values. Magic-souls on the other hand are multichromatic coloring agents that have 10 separate CPS values, one for each of the 10 primordial color-magics. These 10 CPS values are tracked by what's called the color-matrix.

All magic-souls have the same limit to how much color-magic they can produce, which translates in a total accumulated CPS value of 50 for any given color-matrix distributed across the 10 primordial color-magics. The minimum and maximum CPS value for any given color-magic is still 1 and 10 respectively. Below is depicted a hypothetical color-matrix for a magic-soul:



Color Proficiency

Color-proficiency (how skilled a user is on a given color-magic) is measured on a similar 1–10 integer scale. Increasing the color-proficiency for a given color-magic allows the casting of more potent and complex color-magic. The difference between color-proficiency and CPS is that CPS reflects the upper theoretical limit to how much raw magical energy a magic-soul can convert into color-magic (when having a color-proficiency of 10), while color-proficiency reflects the actual skill with that color-magic and the actual amount of raw magical energy magical practitioners can convert into color-magic (less than the maximum allowed by their magic-soul's CPS if they have a current color-proficiency below 10 for that color-magic).

Magical practitioners usually can't achieve a color-proficiency value on any given color-magic higher than their corresponding CPS value for that same color marked by their magic-soul's color-matrix. Or better put, even if they did achieve a higher value in their color-proficiency compared to their CPS for that color-magic, this would not translate into any meaningful benefits since the required amount of magical energy that needs to be converted for casting color-magic of that level of skill, complexity, and potency cannot be achieved by their magic-souls in their current state. However, the CPS values for the color-magics reflected in a magic-soul's color-matrix can be changed by performing special rituals that allow a magic-soul to be altered with a different distribution of CPS values for each of the color-magics, as long as the total CPS value remains 50.

Increasing color-proficiency in any color-magic is achieved by magical training and repeatedly using magic of that color, and is also indicative of the magical skill and talent of a magical practitioner in that color-magic rather than an inherit property of their magic-soul (which is what the color-matrix and CPS reflect), but one's magic-soul still imposes a limit on how skilled a magical practitioner can become at any given color-magic.

Casting color-magic mirrors some properties of regular electricity, which can help explain the concept of CPS, and why more powerful color-magic requires higher CPS and color-proficiency values. Electric resistance in a cable for example is proportional to the current going through it, and inversely proportional to the cross-sectional area or radius of the cable. This determines how much electrical current can successfully be pushed through a cable while minimizing the heat produced, which in high enough amounts can damage the cable; we can interpret converting raw magical energy into color-magic in a similar fashion, with raw magical energy acting in the role of current or electricity, and the CPS or color-proficiency as a magical analog for the cross-section of a cable.

The reason behind why casting more advanced and powerful magic for a given color-magic requires one's magic-soul to have a corresponding minimum CPS and users to have a minimum color-proficiency, is because converting higher amounts of raw magical energy into color-magic naturally causes higher "magical resistance/friction", this makes the casting very unstable or right impossible to achieve to the point that it can catastrophically hurt the caster or magic-source if the color-proficiency or CPS values required aren't met. CPS and color-proficiency therefore often go hand-in-hand and casting any color-magic requires a minimum value for both.

Something similar happens with magic-crystals when these are used as coloring agents, to the point that magic-crystals can be damaged or destroyed if their CPS is too low for the spell or enchantment they're trying to cast.

As we'll see next, increasing one's color-proficiency on any of the 10 primordial color-magics has many additional benefits beyond being able to cast more powerful color-magic, such as increasing the power of the 10 attributes tied to them and increasing the immunity and resistance to color-damage coming from offensive spells and color-charged areas. This is all thanks to color-level.

Color Level

The body passively and constantly maintains a precise amount of color-magic inside itself at all times (this is measured as color-level and is directly proportional to your current color-proficiency for any given color-magic), this happens naturally without the expenditure of any additional magical energy and powers most benefits that come from increasing color-proficiency.

This color inside your body additionally acts as a protecting buffer against the external influences of color, and powers your immunity and resistance to color-damage. Changes to the amount of color inside your body (your color-levels) will result in many negative consequences, fortunately your body has mechanisms to maintain and slowly restore your color-levels back to optimal amounts if any changes occur, this is called color-balance or color-homeostasis.

Color Damage

Color-damage is a consequence of color-magic that overwhelms your color-balancing mechanisms pushing your color-levels beyond healthy amounts. The higher your color-proficiency on any of the 10 primordial color-magics the easier it will be for you to maintain your color-levels and avoid the negative effects of color-damage. There are 10 types of color-damage associated to each one of the 10 primordial color-magics: wounding (R), radiation (B), chemical (G), cold (C), torpor (M), electric (Y), heat (O), psychic ( ), purifying (W), and corrupting (K) damage.

Offensive spells from any color-magic (and sometimes color-charged areas) will increase the amount of color inside your body and knock you out of color-balance, in small amounts this is not a problem but if the amount of change in your color-levels reaches a critical point it will trigger a temporary ailment/status effect until your body can process this excess of color and healthy color-levels are restored. The 10 ailments/status effects corresponding to each of the 10 color-damages are:

(R) Bleeding
(B) Irradiated
(G) Poisoned
(C) Freezing
(M) Drowsy
(Y) Electrocuted
(O) Scorched
( ) Confused
(W) Purified
(K) Corrupted

Immunity represents the amount of color-damage coming from offensive spells or color-charged areas your body can absorb without suffering any negative effects at all, or endure before triggering any ailments linked to color-damage. Resistance represents the speed rate at which your body will absorb color-damage and the speed rate at which you'll be able to process and eliminate any excess color. Both are directly proportional to color-proficiency, higher color-proficiencies for a given color-magic increases your immunity and resistance to that specific color-damage.

Color Charged Areas

Ambient color-magic can concentrate in certain locations and radically change them. This can give rise to entire new biomes, changing both the local fauna and flora and even regularly spawning magical creatures and materials. Unless any measures are taken to prevent it (such as consuming or equipping certain items) often when entering these areas you'll start to slowly and constantly absorb into your body the surrounding color (similar to how you absorb color-damage when being hit by certain color-magic spells). This will break your color-balance and knock you out of color-homeostasis, leading to undesired consequences.

Your current color-proficiency and color-level for each given color represents a natural immunity against these effects. These color-charged areas can also be assigned a sort of "coloring-potential-score" or CPS analog, proportional to how concentrated in the environment is any given color-magic. Whenever your color-proficiency for a particular color is above or equal that of the CPS of the environment, you will not experience any negative effects from the ambient color on your body and your color-levels will not be affected. As an example, in hunting areas which is how red-charged areas are usually referred as, it's typical for your body to start bleeding and have trouble coagulating, this can attract blood-thirsty beasts that can smell your blood. Red-magic also has the effect of making any inhabitants of these areas more aggressive and prone to attack you. Furthermore, the CPS for a given area will also often reflect the power level and color-proficiency of any magical creatures dwelling inside it.

Inhabitants of color-charged areas usually have spent enough time in them to have been irrevocably changed by them, they might have adopted some natural immunity to ward its effects or been transformed by them. These changes can even be permanent and/or inherited by future descendants. Scholars believed this is the most reasonable explanation for the existence of many species of magical creatures. Perhaps unsurprisingly, magic-crystals and other useful substances associated to the color-magic linked to these color-charged areas also naturally grow or spawn inside them. Unfortunately, most settlements can only be established outside of color-charged areas (due to their hostile environment).

The following adjectives are often used to describe an area that is highly concentrated with a given color-magic: Hunting (R), Irradiated (B), Poisoned (G), Frozen (C), Charged (Y), Enchanted (M), Cursed (K), Sacred (W), Haunted ( ), and Scorched (O).

Shaping Agents

Raw magical energy is inherently shapeless but shaping agents can give it shape. A shape for magic is effectively a choice of magic-type and a particular series of effects—a spell or enchantment. The predominant shaping agents are runes, sigils, minds, and substances. Runes can be engraved directly into magic-crystals or other objects in the form of enchantments or alternatively pictured in the mind. Minds can produce virtually any shape desired, this can be done with or without the help of runes but the use of runes offers much greater control and reliability. Substances by themselves default to a fixed effect/spell, but can be manipulated by magical practitioners into other effects or spells as long as they belong to the same magic-type linked to that color-magic and substance.

Spell-casting usually requires the caster to picture in their mind the appropriate rune for the desired spell (specially in the beginning when learning), but once fully-learned and over time this becomes an instinctive passive process. Some casters and many magical creatures can cast certain spells instinctively rather than learning them first by purposefully picturing the appropriate rune in their mind, but they often have trouble controlling or tuning the output. Picturing runes in the mind offers a lot more control and reproducibility, and is therefore the predominant method for teaching and learning magic.

Sigils

One rune is enough to fully specify any single spell or enchantment, however, sigils can be viewed as augmented versions of runes which may or may not contain more than one rune. Every sigil must contain at least one rune, but it typically has additional geometric and pictorial elements; these additional elements are mostly for the purpose of conveying information or for aesthetic purposes since the runes inside them fully determine the effects of any spell or enchantment. The additional elements of sigils may also help stabilize magical energy further but aren't strictly necessary.

Stabilizing Magic

In addition to their use as shaping agents runes, sigils, and certain ordinary substances have a stabilizing effect on magic; magical energy naturally dissipates quickly but this can be avoided by storing it in the shape of runes and sigils or inside certain substances. However, the amount of magical energy that can be stabilized in this way typically is not very high.

Runes, sigils, and substances can also act as triggers or activation mechanisms, their activation partially or fully breaks them releasing their stored magical energy. Once all the stored magical energy is released, they fully disintegrate. They're great for one/few-times-use magical objects, magical traps, etc.

Enchanting

Enchanting is the process of imbuing non-magical objects and beings with magic and turning them magical. This can be a permanent or temporary transformation depending on whether a magic-source is used or only a finite amount of stabilized magical energy through runes, sigils, or substances is used.

The two most common magic-sources are arcanum-binding magic-crystals and magic-souls, they create permanent magical objects and beings. Runes and sigils are also typically used alongside magic-crystals to give them shape and specify a given enchantment/effect.

Magical Beings

Magical beings can be created by fusing non-magical beings with a magic-source, typically a magic-soul or magic-crystal. Non-conscious magical constructs and beings (including from corpses) can also be created in this manner. There's a sense in which magical beings can be viewed as a sophisticated type of magical object that share many of the same properties they do, such as losing all their magical power if the magic-soul or magic-crystal that powers them is removed. With the help of mana-based matter, ephemeral versions of these magical beings and objects can also be created and are a common practice in spell-casting.

Core dualities

Color-magic is defined by a collection of 5 core dualities of opposites, each corresponding to an opposing pair of colors for a total of 10 colors. These 5 dualities determine the behavior of magic along 5 different dimensions. Each duality pair represents one of these dimensions, is related to a known branch of physics, and has a magical analog of a known physical quantity where opposing colors represent its two extremes. The 5 core dualities are: Nature, Motion, Activity, Cohesion, and Health.

Nature R~V

Nature represents the duality between the physical and ethereal states of matter, the concept of physicality. Physical/corporeal states of matter are linked to red-magic and display a high level of interaction between itself upon physical contact/proximity. This explains for example why most objects usually don't go through one another and can't occupy the same location in space. Ethereal/non-corporeal states of matter are linked to purple-magic and display a low level of interaction between itself and with most physical states of matter upon contact/proximity. Ethereal and non-corporeal states of matter are collectively known as aether, and represent the constituents for all spiritual and ethereal phenomena and beings.

Matter is stable in both physical and ethereal form but we can change one into the other temporarily by using the right color-magic (either partially or completely). Red-magic can turn ethereal matter into physical matter and purple-magic can turn physical matter into ethereal matter. The concept of physicality is also represented by the duality between body and spirit (with the spirit representing the ethereal part of the body). Ethereal matter interacts very little with physical matter but interacts very strongly and often violently with living matter, an ethereal arrow can go through a wall, physical armor, and still hit you in the chest. This goes both ways since ethereal beings are also sensitive to blood and physical attacks from living beings.

The physicality of matter is measured as cross-section, a probabilistic estimate of how likely it will interact with itself or other forms of matter upon contact/proximity. Red-magic is linked to states of matter with a high cross-section while purple-magic is linked to states of matter with a low cross-section. With the caveat that the cross-section between living matter and ethereal matter is always high.

Motion Y~B

Motion represents the duality between movement and stasis, is linked to relativity, spacetime, and how different phenomena propagates through it. Yellow-magic is linked to time (including its distortion and manipulation), motion in general, and connectiveness. Blue-magic is linked to space (including its distortion and manipulation), gravity, and isolation.

Furthermore, yellow and blue magic are closely related to the ease with which electric, thermal, magical, physical... and other phenomena can propagate through spacetime. This is measured as admittance. Yellow-magic is linked to high amounts of admittance and is typically used to power machines and all sorts of technologies and devices that require energy or magic to operate, while blue-magic is linked to low amounts of admittance (alternatively high amounts of impedance) and is typically used to insulate and isolate phenomena, impeding its diffusion and propagation.

Yellow and blue magic can be applied to objects and the environment to temporarily increase or decrease their admittance but it's important to remember that admittance is a property of objects or regions of spacetime, and not a source or sink of magical energy. Admittance can regulate how magical and non-magical energy moves or how it dissipates away but can't create or destroy it. Magical barriers, magical power-sources, and nullifying fields may make use of the properties of blue and yellow magic but are ultimately and predominantly powered by arcane magic, typically abjuration or evocation magic.

Activity G~M

Activity represents the duality between catalysis and lethargy, and is most notably linked to chemistry, biochemistry, and alchemy. Green-magic is linked to toxic, pain-inducing, and chemically unstable substances while pink-magic is linked to non-toxic, pain-relieving, and chemically stable substances.

In terms of how they act on the nervous system of living beings, for non-toxic substances at least, green-magic is typically linked to stimulants (substances that increase your neural activity, awakeness, and energy) and pink-magic is linked to depressants (substances that decrease your neural activity, awakeness, and energy). Nonetheless, barring some notable exceptions such as alcohol and powerful neurotoxins which are related to green-magic most psychoactive substances are related to pink-magic.

The speed at which a chemical or alchemical reaction happens is measured as reaction-rate. Green-magic is linked to reactions with a high reaction-rate while pink-magic is linked to reactions with a low reaction-rate.

Despite the belief of the early alchemists, alchemy and green-magic cannot be used to transmute one chemical element into another such as lead into gold. If such transmutations are even possible they would most likely not be considered part of green-magic or alchemy. Alchemy focuses on the creation of magical potions and elixirs.

Cohesion O~C

Cohesion represents the duality between union and disunion, it's linked to thermodynamics and measured as temperature. Orange-magic is linked to decohesion, heat, and systems with high temperature, while cyan-magic is linked to cohesion, cold, and systems with low temperature.

Orange-magic increases the temperature of a system while cyan-magic lowers it, as a consequence of this orange-magic tends to decohere matter while cyan-magic tends to cohere matter. Changes in temperature result in changes of the internal energy of a system, this is most obviously seen in how matter changes phases with temperature.

Thermal processes result in the transfer of energy in the form of heat between two systems at different temperatures, as a rule of thumb the hotter of the two will give heat to the other one, increasing the temperature of the other one and cooling itself down until thermal equilibrium is reached. Orange-magic is highly exothermic (gives heat), while cyan-magic is highly endothermic (steals heat).

Health K~W

Health represents the duality between growth and decay and is measured as spontaneity. Black-magic is linked to decay, which represents the natural tendency of a system or the universe to increase and maximize its total entropy, while white-magic is linked to growth, which represents the resistance of a system or the universe to increase its total entropy.

Spontaneity is an indication of how likely an entropy-changing process will occur, as a rule of thumb in a closed system (without any external inputs of energy), all processes that increase the total entropy of the universe will be spontaneous while all processes that decrease the total entropy of the universe will not be spontaneous. Spontaneity in the magical context can be broadly interpreted as a probabilistic measure of whether decay will happen and how fast it will happen. Black-magic is said to increase the spontaneity of a system encouraging its decay while white-magic is said to decrease the spontaneity of a system encouraging its growth.

All corrupting processes and health-damaging processes are highly spontaneous and all purifying and healing processes are highly non-spontaneous. In other words, systems with a high concentration of black-magic tend to decay while systems with a high concentration of white-magic tend to stay the same or heal themselves if possible.

The Magic Cube

WARNING: The remaining sections are highly technical, it's highly recommended that you read them but don't worry if they're too hard to follow or fully understand. The most relevant information is contained in the diagrams depicted, one of which is extremely useful for representing the 32 primordial magic-types. These diagrams can be seen as representing or being derived from mathematical objects and are illustrative of the overall structure and relations that define all of magic so a lot of technical details are laid down for the curious reader to justify why this is so.

The way different types of magic relate to one another can be represented mathematically with a relatively simple geometric object, an n-dimensional cube (for now we'll focus only on the skeleton of a cube which only considers its vertices and edges and disregards any higher dimensional faces and its interior). In our magical context, each vertex of the cube represents a special distinguished magic-type and edges of the cube can be viewed abstractly as arrows representing how these vertices/magic-types relate to one another and combine.

N-dimensional cubes are relatively simple geometric objects, the reader is likely familiar with a few examples already such as the 2-dimensional cube or "square" and the 3-dimensional cube or "3D cube". The "n" here represents a whole number, the number of dimensions defining that particular cube, and all n-dimensional cubes share a similar structure and set of symmetries.

The reason why it's useful to model magic with an n-dimensional cube is because the defining relations of magic are that of "duality of opposites" between pairs of opposing magic-types, and there's a sense in which n-dimensional cubes naturally encode a mathematical version of "duality of opposites" as a type of symmetry. Namely, there's an analog for "duality of opposites relation" between two opposing vertices of an n-dimensional cube connected by an imaginary line passing through its center, a form of inversion symmetry. Magic and our cube are defined by the 5 core dualities, and each duality is represented in our cube as one dimension/axis, each with two possible opposing directions representing a chaotic or harmonic direction and being linked to two opposing color-magics, hence we have 5 dimensions/axes defining our cube.

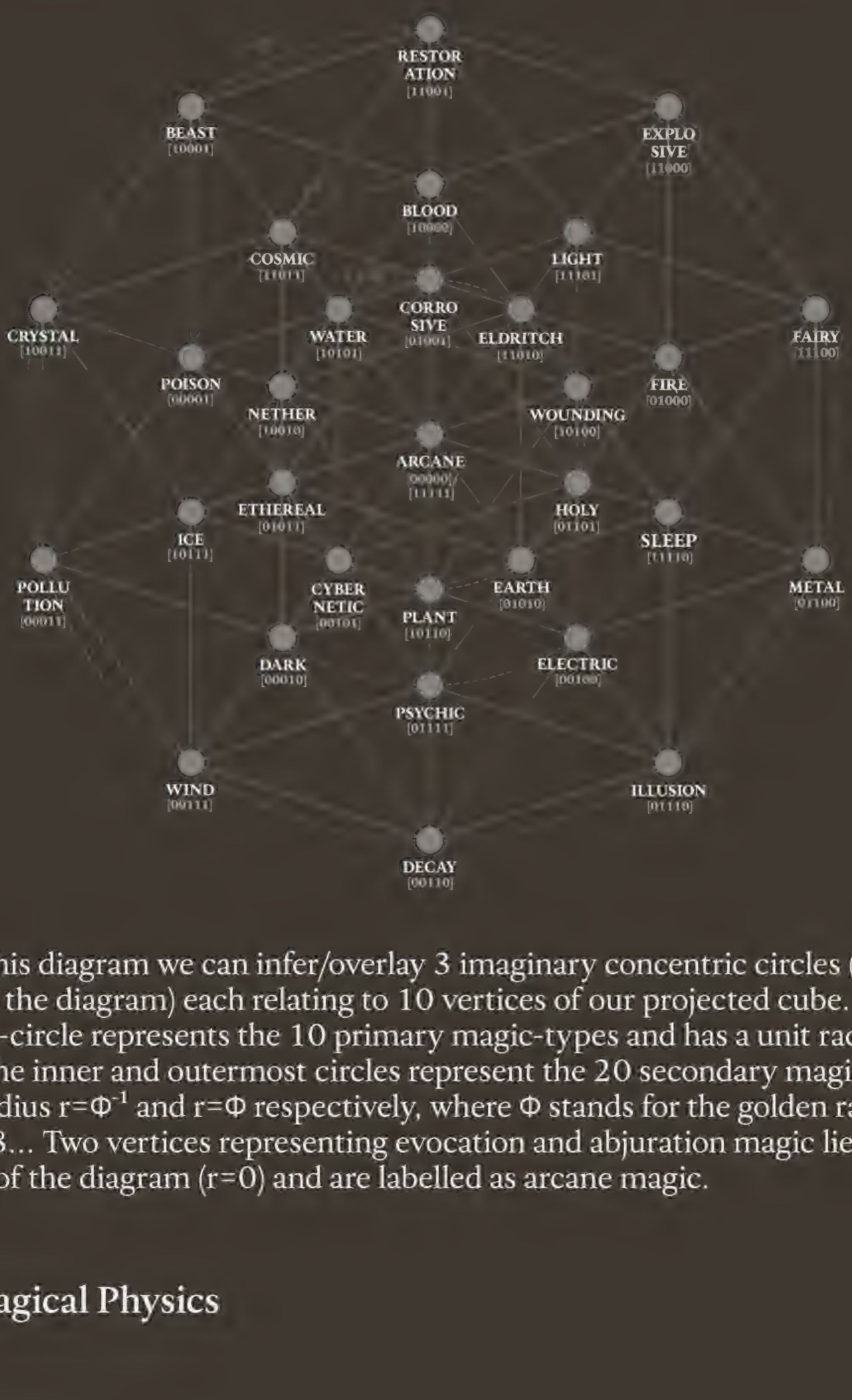
Magic can be faithfully modelled inside this 5-dimensional cube, with its 32 vertices representing 32 of the 33 special primordial magic-types (the 33th one being alteration magic, which is represented by the center of this 5-dimensional cube). Additionally, the primordial magic-types can be further subdivided into 10 primary magic-types and 20 secondary magic-types related to the 10 colors, and 3 tertiary magic-types relating to color neutral or agnostic magic, aka grey/arcane magic.

We will represent the 32 vertices and primordial magic-types of our 5-dimensional magical cube as a partial cube, with each vertex labeled with a 5-bit string representing the Hamming-distance. Our cube will have edges of length 1, and furthermore we can interpret our cube as having 5 different "channels" in analogy to the 3 color channels the additive RGB color system has, but with each channel representing instead one of the 5-core dualities, having a real number value between zero and one, [0–1], and potentially being represented as a vector inside a 5-dimensional vector space pointing along one of the 5 axes, with this number representing the magnitude of such vector.

All points inside of this magical cube now represent a different magic-type, and all potential magic-types can be defined by a 5-dimensional coordinate value inside of this cube, and the vector resulting from the vector addition or linear combination of the 5 [0–1] weighted vectors that define the value of each channel. It's in this sense that all magic-types can be seen as being derived or related to the 5-core dualities.

Projecting Down

A 5-dimensional cube is too big to be viewed undistorted in 3 dimensions, however, there's a useful projection from 5 dimensions to 3 dimensions if we relax one of the properties of our cube and allow angles between neighboring edges to be different than 90°. We get a 3 dimensional shape of 22 vertices called a rhombic icosahedron with the 10 remaining vertices of our 5-dimensional cube sitting in its interior. Furthermore, we can project again this shape (viewed from the top) down to 2 dimensions to get the very useful diagram depicted below:



From this diagram we can infer/overlay 3 imaginary concentric circles (dotted lines in the diagram) each relating to 10 vertices of our projected cube. The middle-circle represents the 10 primary magic-types and has a unit radius r=1, while the inner and outermost circles represent the 20 secondary magic-types with radius $r=\Phi^{-1}$ and $r=\Phi$ respectively, where Φ stands for the golden ratio: Φ =1,618... Two vertices representing evocation and abjuration magic lie at the center of the diagram (r=0) and are labelled as arcane magic.

It's easier now to see in this diagram the relation of duality of opposites between magic-types, since opposing vertices of the cube have now been projected to two diametrically opposed points on a given circle (connected by an imaginary line through the center). If we now imagine walking from the center of this diagram (or alternatively the corner of the cube representing the origin in a 5-dimensional space) to any other vertices along the edges of our cube, the middle circle representing the 10 primary magic-types and vertices with a Hamming-distance of 1, and the other 20 vertices representing the secondary magic-types with a Hamming-distance of 2 (respect to the origin [00000], or alternatively its opposite corner [11111].

The Arcane Line

All coordinates inside our 5-dimensional cube that sit on the line connecting the vertices [00000] and [11111] are examples of grey/arcane magic-types. The magic-type that's at the exact center of the 5-dimensional cube and the arcane line is alteration magic [½,½,½,½,½,], and along with abjuration and evocation magic represented by [00000] and [11111], these 3 are the defining magic-types of the magic-school of arcanas related to arcane magic.

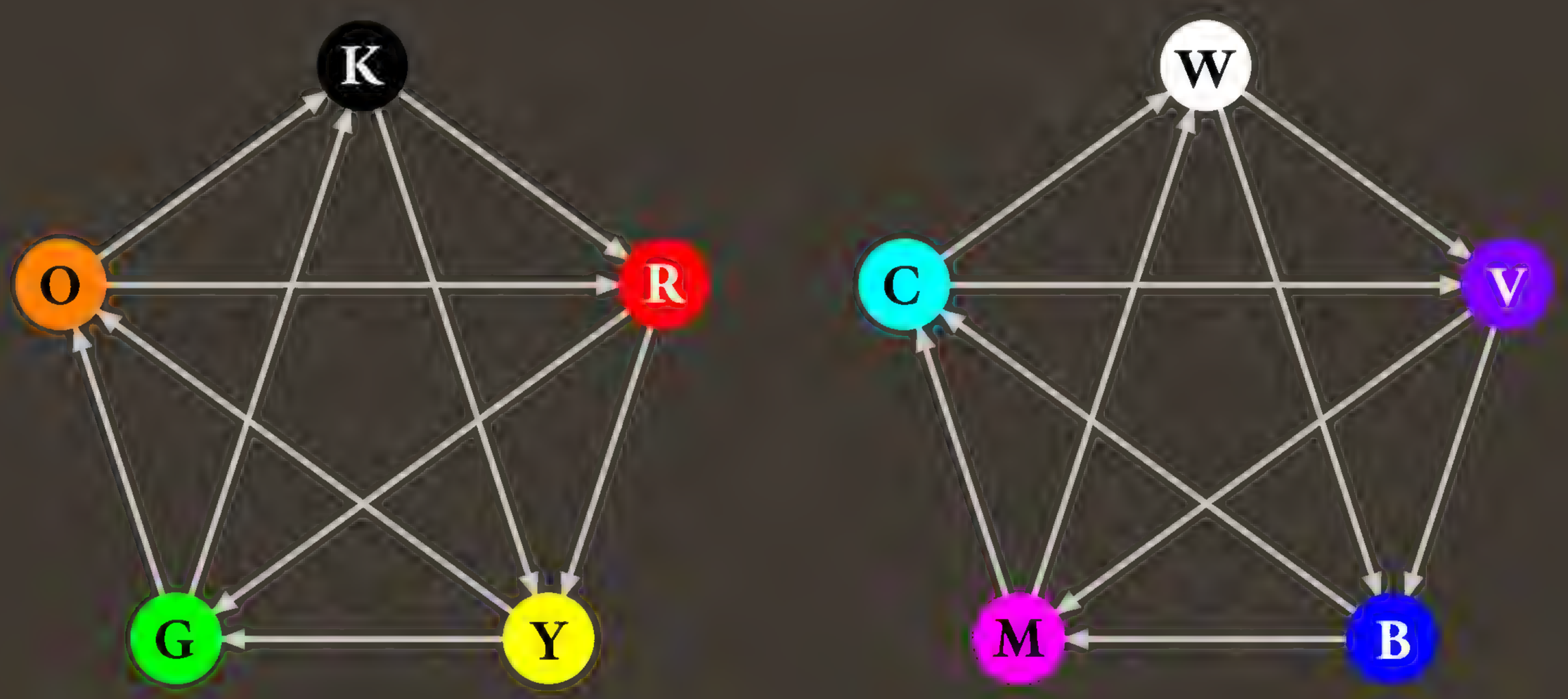
Color Dynamics

The 10 primary magic-types that lie on the middle circle of our diagram from page 27 represent the purest manifestation of the 10 primordial color-magics and the 10 extreme values for the 5 core-dualities, it shouldn't be surprising then that each one is linked to one of the 10 colors, but what about the secondary magic-types, what color-magics are associated to these? The 20 magic-types that lie on the outermost and innermost rings in the previous diagram can be seen as arising from the combination or mixing of two chaotic or harmonic extremes of neighboring core-dualities.

This would in principle give two potential different colors to be linked to the secondary magic-types, this is even reflected by the fact that an alternative label (as seen on the diagram from page 10) for representing these secondary magic-types are two letters representing two different color-magics. However, this is when color dynamics come into play.

Color dynamics are a set of rules that describe how two different primordial colors are expected to interact with one another, and always results in one color being dominant over the other one, which has a very different set of consequences depending on whether the pair of colors are: both harmonic or chaotic, one of the them is harmonic and the other one chaotic, or one or both of them is grey/arcane which is neither chaotic nor harmonic.

When both colors are chaotic or harmonic the colors are said to be complementary and to mix well with one another, but even when two colors mix well with one another, there's always one that's dominant over the other, and the dominant one will determine the ultimate color-magic for that pairing. We now introduce a pair of new diagrams that highlights which colors are dominant over others:



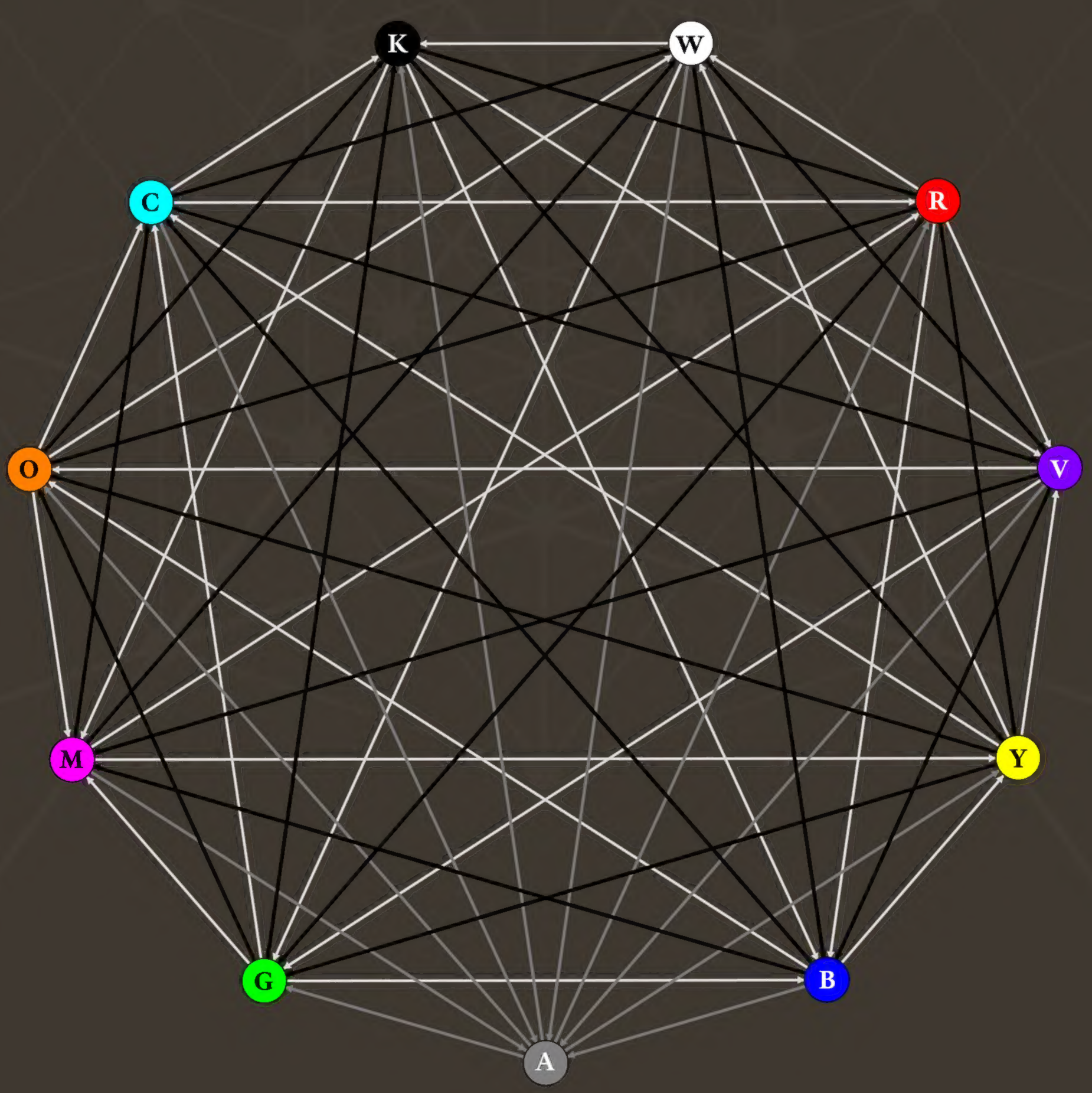
Mathematically these diagrams look like a balanced round-robin tournament, or the directed skeleton (vertices and edges) of a 5-cell projected down to two dimensions. The famous rock, paper, scissors game is an example of a balanced round-robin tournament with 3 vertices/nodes (a directed triangle; we'll also call it RPS-3), and our new diagrams model a higher version of that game but with 5 vertices/nodes instead of 3 (which we'll call RPS-5). Arrows represent which color is dominant over another, the color next to the source or tail of an arrow indicates that color dominates over the color next to the target or head of that arrow.

As an example, the nether magic-type can be viewed as linked to the chaotic extremes of the health (K) and nature (R) dualities, shares some magical similarities with dark (K) and blood (K) magic, and is alternatively labeled as "KR". As seen from the above diagram, black (K) is dominant over red (R), this would lead us to expect nether magic to be a form of black-magic, which is the case.

Therefore, the ultimate color-magic each of the secondary magic-types belongs to can be inferred from the color dynamics resulting from the pairing of two harmonic or chaotic colors. The dominant color for a given pair of colors is always written in the alternative labels used in the diagram from page 10 as the first color/letter to the left of the non-dominant, for easy identification of the overall color-magic for that pairing. Each of the 10 color-magics is therefore linked to one primary and two secondary magic-types, and each triplet of magic-types characterizes a different magical school as described previously.

The Bigger Picture

Now we'll discuss the other two cases when a pair of interacting colors are not both harmonic or chaotic. In fact, we can group all possible cases of color pair interactions (including the ones previously discussed) into a single bigger diagram similar to the ones just introduced, with 11 vertices/nodes, each one representing one of the 10 primordial colors or grey/arcane, which we will call RPS-11:



Our previous two RPS-5 diagrams can be seen as contained inside of this bigger RPS-11 diagram, they're represented in it by the black arrows. The other two cases are represented by the other two types of arrows, white arrows represent which color is dominant when a harmonic and a chaotic color interact, and grey arrows represent which color is dominant when grey/arcane interacts with any of the other 10 colors.

In the case that the pair of interacting colors are one harmonic and the other chaotic, the dominance relations determine amongst other things the resistance and immunity to color-damage for monochromatic entities, which are magical objects or beings that can cast or are aligned with a single color-magic. For multichromatic entities immunity and resistance to color-damage is determined by the corresponding color-proficiency of the target in the color-magic matching the incoming color-damage (this maximizes color-damage reduction), and since they can cast any type of color-magic these relations are not as relevant for them.

Monochromatic entities however may be aligned with a color-magic that doesn't match the incoming color-damage and are therefore less effective at countering it; when the incoming color-damage matches the color a monochromatic entity is aligned to this works in the expected way, dependent on the color-proficiency of the target. In all other cases color dynamics determine how much color-damage will be inflicted upon the target.

If the color the monochromatic entity is aligned to matches the incoming color-damage, some of the color damage will be negated and those entities are said to be strong/resistant against that type of color-damage. If the incoming color-damage and the entity's alignment are both linked to a harmonic or chaotic color, those entities are said to be neutral to that color-damage, they don't negate any of the incoming color-damage.

Finally, if the incoming color-damage and the entity's alignment are one linked to a harmonic color and the other one to a chaotic color, those entities are said to be specially susceptible to that color-damage, and they'll take an increased amount of color-damage compared to the amount that would have been taking by an entity neutral to that color-damage. Whether the target or the incoming color-damage are the dominant color will affect even more how much color-damage is taken, the most color-damage will be taken when the incoming color-damage is the dominant color.

It's important the remember that all of the above applies for the most part only to color-damage involving color-balance and status effects, and not magical damage that erodes vitality and Hp. Although there are some cases where these color relations might indeed additionally incur in modifications to how much magical damage is taken for an attack of a given color-magic.

For the final case when an entity is not aligned to any color-magic at all, when the incoming attack is arcane magic there's no color-damage linked to it to speak of, and the 10 grey arrows describe how susceptible to color-damage these not-color-aligned magical entities are to each of the 10 color-magics. When grey/arcane is dominant over the incoming color-damage the entity will incur less color-damage compared to the cases where the incoming color-damage is the dominant one.

Everything Else

As we've seen, color dynamics dictate how the secondary magic-types relate to color-magic, and we've also discussed how the primary magic-types and the magic-types along the arcane line relate to color-magic, these rules are unchanging, deterministic, and are manifested the same across this entire universe. However, this is not the case for all other remaining magic-types and points sitting inside of our 5-dimensional magic-cube.

There's unfortunately no universal set of rules describing how the rest of the magic-types are related to color-magic, in fact different worlds inside this universe may have a local and different set of magical rules concerning these magic-types, where the same magic-type has a different color-magic association or none at all in a different world, so magic can still behave slightly different in different worlds and locations.

Nonetheless, the 5 core dualities, the primordial magic-types, the 10 primordial color-magics, and the described color-dynamics, are always present and unchanging and are truly a universal set of magical rules that apply to any location inside this universe—these constitute the foundation for the Color Arcana.

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